HALO GROUND COMMAND COMMUNITY UPDATE Ver. 1.7.1 - POST-ADEPTICON 2026

COVENANT UNIT STATS, COMMANDER, & BATTLE GROUPS

A REFERENCE SHEET BY THE PLAYER COMMUNITY, AUTHORED BY VINCENT GREGORY & VINCENT COLBORN

3D PRINTING SERVICES

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UNIT STATS

INFANTRY

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Grunts - Covenant Lance	4	INF	1	50	6/9"	9/11	0	1	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	2	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	2	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Fuel Rod Cannons (upg)	15/20"	ALL	2	6	1	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT UPGRADES	**Weapon Upgrade:** Up to 1 Element in the Unit may replace its existing weaponry to become Fuel Rod Cannons for an additional +15 points to the Unit's Cost. **Warrior Upgrade:** Up to 1 Element in the Unit may upgrade to be an Elite Minor for an additional +20 Points to the Unit's Cost. *Please see the Elite Minor card for stats.* **Jackal Upgrade:** Up to 2 Elements in the Unit may upgrade to be Jackal Supplicants for an additional +15 Points each to the Unit's Cost. *Please see the Jackal Supplicant card for stats.*

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Jackal Supplicant - Shield Base	UPG	INF	0	+15	6/9"	8/10	0	1	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	3	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	2	2	0	**Blast:** Ignore Terrain when determining Firepower Rating.. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Heroic Save (6+):** Ignore Damage on a roll of 6 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	**Shield Wall:** Jackal Supplicant Elements without an Activation Marker improve their Heroic Save (6+) Unit Loadout to Heroic Save (4+) when targeted by attacks that originate entirely from within their Front Arc.
MODEL DESIGN	**Models:** 1x Jackal Assault model (w/ blue shield) & 2x Grunt w/ Small Arms models on a medium, three-man base.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Minor - Overseer Base	UPG	INF	0	+20	6/9"	7/10	0	3	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	3	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Jackal Assault - Shock Unit	4	INF	1	120	8/12"	6/8	0	2	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	3	2	1	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	4	1	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher. **Heroic Save (6+):** Ignore Damage on a roll of 6 or more.
SPECIAL RULES	**Shield Wall:** Jackal Assault Elements without an Activation Marker improve their Heroic Save (6+) Unit Loadout to Heroic Save (4+) when targeted by attacks that originate entirely from within their Front Arc.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Grunt Heavies - Heavy Weapons Unit	4	INF	2	100	6/9"	8/10	0	1	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	3	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	3	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Plasma Cannon (upg)	12/20"	ALL	6	3	2	**Move or Fire:** Element gains a Cooldown Token when it moves. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.
Fuel Rod Cannons (upg)	15/20"	ALL	2	6	1	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Launchers (upg)	12/24"	ALL	1	4	6	**Lock On:** Gain +1 Firepower Rating when firing at Long Range **Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.

UNIT LOADOUTS	**Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted.
UNIT UPGRADES	**Weapon Upgrade:** 2 Elements in the Unit MUST replace their existing weaponry to become Weapons Team chosen from the following: • Plasma Cannon. • Fuel Rod Cannons. • Plasma Launchers. **Officer Upgrade:** Up to 1 Element in this Unit may upgrade to be a Grunt Ultra Officer for an additional +20 Points to the Unit's Cost.

MODEL DESIGN	**Models:** Small Arms: 2x Grunt Models on a medium, two-man base, represented by Green Heavies or Black/Purple armored Spec Ops Grunts. Weapon Upgrades: 2x Grunt Heavy Models on a medium, two-man base, choosing heavy weapons appropriately, armor painted green with gray detailing.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Grunt Ultra Officer - Unggoy Unit Leader	UPG	INF	0	+20	6/9"	7/9	0	1	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	3	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Active Overwatch:** Re-roll failed Reaction Fire Dice. Second result must be accepted. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.

MODEL DESIGN	**Models:** 1x Grunt Ultra & 1x Grunt Spec Ops on a medium, two-man base.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Jackal Marksmen - Scout-Executors Unit	4	INF	2	140	8/12"	6/8	0	1	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Needle Rifle	12/24"	ALL	4	1	0	**Cooldown:** May only fire once per Game Turn. **Lethal (1):** Reduce Enemy Unit Heroic Save value by -1. **Pinpoint (INF):** All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher.
SPECIAL RULES	**Instinctive Shot:** Once per game, when this Unit is performing a Ranged Attack with its Needle Rifles, its Lethal Weapon Loadout value may increase from (1) to (2). This must be declared before the Enemy Heroic Save is rolled.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Drones - Yanme'e Swarm	5	INF (FLY*)	1	100	10/15"	8/10	0	1	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	2	2	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher. **Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit.
UNIT UPGRADES	**Warrior Upgrade:** Up to 1 Element in the Unit may upgrade to be a Drone Ultra for an additional +20 Points to the Unit's Cost. *Please see the Drone Ultra card for stats.*
SPECIAL RULES	***Flying Infantry:** Unit is treated as a Flyer for the purpose of Terrain Rules, cannot perform a Charge attack, or be the target of a Ram Attack. Additionally, this Unit may be targeted by Shooting Attacks using the AP or AA Statistic. Improve Heroic Save value by +1 if AP is used (to a minimum 6+). This special rule is ignored while this unit controls or contests and Objective, and while occupying Garrison terrain. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.
MODEL DESIGN	**Models:** 2x Drones models with Plasma Pistols and Needlers on a medium, two-man Flying base.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Drone Ultra - Swarm Leader	UPG	INF (FLY*)	0	+20	10/15"	7/9	0	1	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	3	3	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher. **Evasive (1):** Subtract 1 from all Reaction Fire Tests targeting this Unit. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
SPECIAL RULES	**Reinforcements:** This Element is fielded as an upgrade only. ***Flying Infantry:** Please see Drones Unit card for details.
MODEL DESIGN	**Models:** 1x Drone model with Plasma Rifle, and 1x Drone model with Plasma Pistol or Needler on a medium, two-man Flying base.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Warriors - Sangheili Combat Unit	3	INF	2	150	6/9"	7/9	0	3	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	4	3	2	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.
Plasma Grenades	10"/-	ALL	4	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Venatores* - Covenant Tank-Hunters	3	INF	2	150	6/9”	7/9	0	3	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/20”	ALL	3	2	1	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10”/-	ALL	4	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Fuel Rod Cannons (upg)	15/20”	ALL	2	6	1	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Elusive (ARM-1):** Enemy Armoured Attacks are counted as firing into Cover that is one Level higher. **Tank Hunter:** React on a 6/8 against Armoured. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
UNIT UPGRADES	2 Elements in the Unit MUST replace their existing weaponry to become a Fuel Rod Cannons Team for no additional cost. **Officer Upgrade:** The Small Arms Element in this Unit may upgrade to be an Officer for an additional +20 Points to the Unit’s Cost.
SPECIAL RULES	**Big Game Hunters:** *Each* Element in this Unit armed with Fuel Rod Cannons gains +5in to its Long Range Statistic when targeting Armoured Units of 5BR or more. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

MODEL DESIGN	**Models:** Use the Models below to represent this Unit’s Elements on the table at the Adepticon ‘24 Event. *Elements will use Medium, two-man bases:* • Small Arms Element: x1 Small Arms-armed Elite Warrior model & x1 Small Arms-armed Grunt Heavy model. • Fuel Rod Cannons Element: x1 Elite model & x1 Grunt Heavy model, both armed with Fuel Rod Cannons. • Officer Element: x2 Small Arms-armed Elite Warrior models.
LORE	This is an original Unit created by Vincent Gregory. Thank you to BaconShelf of Halopedia for their help in its genesis and naming. During one of our creative workshopping sessions Bacon wrote original, exciting fanon lore for this Unit and, with their permission, it’s worthy of sharing. You can read it here.

* ***Pronunciation:*** *Ven-ah-tor-aze.*

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Huntsmaster - Venatores* Officer	UPG	INF	0	20	6/9”	7/9	0	3	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18”	ALL	5	3	2	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10”/-	ALL	4	4	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Elusive (ARM-1):** Enemy Armoured Attacks are counted as firing into Cover that is one Level higher. **Tank Hunter:** React on a 6/8 against Armoured. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.

MODEL DESIGN	**Models:** *See Model Guide in Elite Venatores Unit card.*

* ***Pronunciation:*** *Ven-ah-tor-aze.*

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Spec Ops - Infiltration Unit	3	INF	3	210	6/9”	7/9	0	4	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20”	ALL	5	2	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.
Plasma Grenades	10”/-	ALL	4	4	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Cloaking:** Elements in this unit cannot be the target of an Attack outside of Short Range. Units lose this loadout while claiming Objectives or occupying Garrison Terrain. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
UNIT UPGRADES	**Officer Upgrade:** Up to 1 Element in this Unit may upgrade to be a Spec Ops Officer for an additional +30 Points to the Unit’s Cost.
SPECIAL RULES	**Scrambled Motion Trackers:** When this Unit declares a Charge against an enemy Unit benefitting from Defensible Terrain, the defending unit must roll a Reaction Fire Test using its active React stat. If they fail the test, that unit loses Defensible until the end of this Unit’s Activation. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Spec Ops Commandatus - Infiltration Unit Officer	UPG	INF	0	+30	6/9"	6/7	0	5	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	5	3	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.
Plasma Grenades	10"/-	ALL	4	4	0	**Blast:** Ignore Terrain when determining Firepower Rating.. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Cloaking:** Elements in this unit cannot be the target of an Attack outside of Short Range. Units lose this loadout while claiming Objectives or occupying Garrison Terrain. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	**Scrambled Motion Trackers:** When this Unit declares a Charge against an enemy Unit benefitting from Defensible Terrain, the defending unit must roll A Reaction Fire Test using its active React stat. If they fail the test, that unit loses Defensible until the end of this Unit's Activation. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Rangers - Specialized Reconnaissance Unit	3	INF (FLY*)	3	200	6/9"	7/9	0	3	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	5	2	3	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Charges	6"/-	ALL	2	6	0	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Cooldown:** May only fire once per Game Turn.
Plasma Repeaters (upg)	15/20"	ALL	6	2	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+1):** Add 1 to all enemy Suppression Tests.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
UNIT UPGRADES	**Weapon Upgrade:** Up to 1 Element in the Unit may replace their existing weaponry to become Plasma Repeaters for an additional +10 points each to the Unit's Cost. **Officer Upgrade:** Up to 1 Element in this Unit may upgrade to be an Elite Ranger Officer for an additional +20 Points to the Unit's Cost.
SPECIAL RULES	***Grav Packs:** During Activation after the opposing player's First Reaction and prior to the Perform a Movement Action step, this Unit may announce it is switching on (or switching off) its Grav Packs. When switched on this Unit's movement will increase from 6/9" to 12/15", is treated as a Flyer for the purpose of Unit Damage Type, Terrain Rules, cannot perform a Charge attack, or be the target of a Ram Attack. Grav Packs are automatically switched off when occupying Garrisonable Terrain, or while claiming Objectives at the end of their Activation. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Ranger Officer - Reconnaissance Leader	UPG	INF (FLY*)	0	+20	6/9"	7/8	0	4	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12/18"	ALL	6	2	4	**Limited Range:** All Long Range attacks are counted as firing into Cover that is 2 Levels higher when determining Firepower Rating. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Charges	6"/-	ALL	3	7	0	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	***Grav Packs:** Please see Elite Rangers Unit card for details.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Ultra Unit - Evocati	3	INF	3	210	6/9"	7/9	0	4	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	5	4	2	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Plasma Grenades	10"/-	ALL	4	4	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (4+):** Ignore Damage on a roll of 4 or more.
UNIT UPGRADES	**Death from Above:** The Elite Ultra Unit may upgrade to have the Orbital Insertion Loadout for an additional +30 Points. **Officer Upgrade:** Up to 1 Element in this Unit may upgrade to be an Elite Ultra Officer for an additional +30 Points to the Unit's Cost.
SPECIAL RULES	**Chosen of the Prophets:** When making a Charge Move Action into Melee, each Element in this Unit increases its Battle Hardened Loadout by +1. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Ultra Officer - Evocati Delegatus	UPG	INF	0	+30	6/9"	7/8	0	5	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	6	5	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Plasma Grenades	10"/-	ALL	4	4	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	**Chosen of the Prophets:** When making a Charge Move Action into Melee, each Element in this Unit increases its Battle Hardened Loadout by +1.

ARMOURED

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Scout Ghost - Type 32 Rapid Attack Vehicle	1 - 3	ARM	1 EACH	60 EACH	12/18"	7/9	3	1	3 - 3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Plasma Cannon	15/20"	FRONT	5	3	2	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Aerial Insertion:** Up to 3 Ghosts may be deployed via a Combat Drop Air Support Mission.
SPECIAL RULES	**Diminutive:** This Vehicle is treated as an Infantry Element when determining Line of Sight only.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Storm Ghost - Type 32 Rapid Attack Vehicle	1 - 3	ARM	2 (1*) EACH	90 EACH	12/18"	6/8	3	2	4 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Plasma Cannon	15/20"	FRONT	6	4	2	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Aerial Insertion:** Up to 3 Ghosts may be deployed via a Combat Drop Air Support Mission. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more. ***High Value Target (1):** This Unit is considered to have a Build Rating of one less than listed during the process of Force Building, reverting to its stated Build Rating for the purposes of calculating Victory Points.
SPECIAL RULES	**Diminutive:** This Vehicle is treated as an Infantry Element when determining Line of Sight only.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Revenant - Type 48 Light Assault Gun Carriage	1 - 2	ARM	2 EACH	110 EACH	10/15"	8/9	3	3	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Class-2 Plasma Mortar	10/25"	FRONT	7	5	2	**Indirect Fire:** IDF attacks are resolved at Firepower Rating 2.

UNIT LOADOUTS	**Aerial Insertion:** Up to 2 Revenants may be deployed via a Combat Drop Air Support Mission.
SPECIAL RULES	**Boosted Gravity Propulsion Drive:** This Unit may make a Flat Out Move during its Movement Segment, and still perform a Ranged Attack. This Unit then gains a Cooldown Token as normal.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Hunters - Mgalekgolo Battle Congregation	2	ARM	2 EACH	125 EACH	6/12"	10/11	0	6	6 - 6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Assault Cannon	20"/-	ALL	6	6	2	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Armoured Infantry:** This Unit may occupy Garrisonable Terrain, benefit from Terrain Cover, and capture Placed Objectives as though they were Infantry. **Aerial Insertion:** Both Hunters may be deployed via a Combat Drop Air Support Mission. **Hijack Resistant:** Cannot be Hijacked!
SPECIAL RULES	**Hunter Shield:** This Unit increases their Soak Value by +4 when targeted by attacks that originate entirely from within the Front Arc. Cannot benefit from Hunter Shield while occupying Garrison Terrain. **Spirit Bond:** If this Unit is reduced to HALF its starting strength, increase the remaining Hunter's *Battle Hardened* Loadout to 6, and gain the Deadly (1) Loadout.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Wraith - Type 26 Assault Gun Carriage	1	ARM	5	270	6/12"	11/12	5	2	5 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Plasma Mortar	10/30"	FRONT	14	8	0	**Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements. **Indirect Fire:** IDF attacks are resolved at Firepower Rating 2.
Medium Plasma Cannon	10/20"	FRONT	6	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Aerial Insertion:** Up to 1 Wraith may be deployed via a Combat Drop Air Support Mission.
SPECIAL RULES	**Heavy Ordnance:** When the Plasma Mortar attacks directly, rather than indirectly, all Damage rolled by the attack will force Enemy targeted Units to reduce their Heroic Save value by -1.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Anti-Air Wraith - Type 52 Anti-Aircraft Artillery	1	ARM	5	270	6/12”	11/12	5	2	5 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Fuel Rod Battery	15/30”	FRONT	2	12	14	**Devastating (ALL):** Gain +1 Firepower Rating shooting at ALL Elements.
Medium Plasma Cannon	10/20”	FRONT	6	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Aerial Insertion:** Up to 1 AA Wraith may be deployed via a Combat Drop Air Support Mission **Scour the Skies:** React on 7/9 against Flyers.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Locust - Type 30 Excavation / Anti-Fortification Platform	1	ARM	5	270	8/12”	10/11	3	3	5 - 4 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Focus Cannon	10/30”	ALL	6	14	6	**Blast:** Ignore Terrain when determining Firepower Rating.

UNIT LOADOUTS	**Stride:** This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Heroic Save (5+):** Ignore Damage on a roll of 5 or more.
SPECIAL RULES	**Concentrated Beam:** If this Unit has not performed a Movement Action, or chose a Hold Move Action during its last Activation, add +4 Attack Dice to its Focus Cannon and it gains the Devastating (ARM) Loadout.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	IMPACT	DAMAGE
Shadow - Type 26 Light Transport	1	ARM	3	150	6/12”	10/11	4	2	5 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Plasma Cannon	10/20”	ALL	6	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Transport (1):** This Unit may Embark up to 1 Infantry Unit. Up to 2 embarked Elements may add their weapons to Shooting Attacks made by this Unit

FLYERS

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Banshee – Type 26B Ground Support Aircraft	1 - 2	FLY	2 EACH	100 EACH	18/24"	6/9	3	-	5 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Heavy Fuel Rod Cannon	10/20"	FRONT	6	7	4	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.

UNIT LOADOUTS	**Evasive (2):** Subtract 2 from all Reaction Fire Tests targeting this Unit. **Elusive (ALL-1):** All enemy attacks are counted as firing into Cover that is one Level higher.
SPECIAL RULES	**Momentum (10"):** Banshee elements may not perform a Hold Move and must move at least 10" from where it was when activating. If the Unit successfully performs a Reaction Fire Test prior to Activating, it must move 10" after resolving the Reaction Fire attack.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Vampire – Type 29 Close Support Fighter	1	FLY	5	270	8/12"	10/12	4	-	6 - 6 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Heavy Needle Cannon	10/20"	FRONT	4	10	14	**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flying Elements.
Automated Plasma Cannons	15"/-	L & R	5	6	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.

SPECIAL RULES	**Scour the Skies:** React on 7/9 against Flyers. **Stasis Cannon:** During Activation after the opposing player's First Reaction and prior to the Perform a Movement Action step, the Vampire may choose an enemy ARM or FLY Element within 20" of its Front Arc. Roll a single Halo Die, and on a roll of a or the targeted Element gains a Cooldown Token.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Phantom - Type 52 Troop Carrier	1	ASF	4	200	ASF	-	5	-	6 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Heavy Plasma Cannon	15"/-	FRONT	6	12	8	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Cannons	15"/-	L & R	8	6	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Dust Off:** Leave the Table immediately after completing certain Air Support Missions. **High Value Asset (1-1-2):** Instead of scoring Victory Points for Build Rating destruction as normal, this Unit rewards an opponent with a number of Victory Points for each Damage Token applied, rewarding its full build rating value if Destroyed during a battle.
AIR SUPPORT MISSIONS	**This Flyer may execute the following Air Support Missions during a Game:** **Supply Drop (0VP):** This may be placed anywhere on the Flyer's Flight Path, allowing friendly Units within 6" to gain the *Active Overwatch* Loadout. The Supply Drop must be represented by a suitable Marker or Token. May only fire one weapon during this mission. **Ground Attack (2VP):** This may be used to target enemy Units. **Combat Air Patrol (2VP):** This may be used to defend against enemy Air Support Missions. **Reinforcement (1 - 2VP):** This may be used to replenish any Friendly Unit on the Battlefield. Reinforced Elements must be taken from the player's Scrapyard. VP Cost: INF - 1VP, INF w/ Combat Specialists - 2VP, ARM - 2VP. The same Unit cannot be Reinforced more than once per game, and Character Infantry with more than one Element cannot be Reinforced. May only fire one weapon during this mission. **Combat Drop (0VP):** This may be used to deliver up to two units with total Build Rating Value 5 into the Battlefield, taken from a player's Reserves. Once deployed this Unit becomes an Activation in its own right. May only fire one weapon during this mission.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Seraph - Type 31 Exoatmospheric Strike Fighter	1	ASF	3	180	ASF	-	6	-	5 - 4 - 3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Heavy Plasma Cannons	20"/-	FRONT	15	12	15	**Devastating (ALL):** Gain +1 Firepower Rating shooting at ALL Elements. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**High Value Asset (1-1-1):** Instead of scoring Victory Points for Build Rating destruction as normal, this Unit rewards an opponent with a number of Victory Points for each Damage Token applied, rewarding its full build rating value if Destroyed during a battle.
AIR SUPPORT MISSIONS	**This Flyer may execute the following Air Support Missions during a Game:** **Ground Attack (1VP):** This may be used to target enemy Units. Cloaked Units may not be targeted. **Combat Air Patrol (0VP):** This may be used to defend against enemy Air Support Missions.

CHARACTERS

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Officer - Warhost Obedientiary	1	CHA INF	2	100	6/9"	6/8	0	5	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	7	7	6	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	5	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	
	Attachment (ALL): This Element may attach to Any Units in the same Force, and may be deployed attached to those Units in the same Battle Group. **Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Commanding Presence (12"):** Increase all friendly Reaction Fire Tests within 12" by 1. Reduce all friendly Suppression Tests within 6" by 1. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Elite Zealot - Warhost Leader	1	CHA INF	3	160	6/9"	7/9	0	8	5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20"	ALL	7	7	6	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	10"/-	ALL	5	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	
	Attachment (INF): This Element may attach to Infantry Units in the same Force, and may be deployed attached to those Units in the same Battle Group. **Battle Hardened (6):** Re-roll up to 6 failed Melee Attack Dice. **Commanding Presence (6"):** Increase all friendly Reaction Fire Tests within 6" by 1. Reduce all friendly Suppression Tests within 6" by 1. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	MELEE	DAMAGE
Grunt Goblin - Pnap-Pattern Battlesuit	1	CHA ARM	6 (5*)	320	6/9"	8/9	0	8	4 - 4 - 4

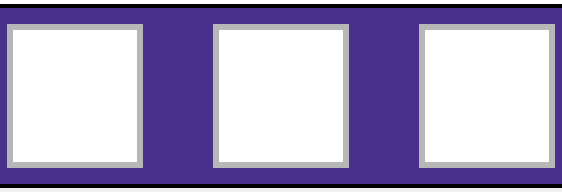
WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Goblin Needle Cannon (Loadout)	10/20"	ALL	11	5	9	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Lethal (1):** Reduce Enemy Unit Heroic Save value by -1.
Goblin Focus Cannon (Loadout)	10/20"	ALL	6	14	6	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements. **Blast:** Ignore Terrain when determining Firepower Rating.

UNIT LOADOUTS	
	Stride: This Unit may move through Linear Obstacles, and is unaffected by Hindering Terrain. **Heroic Save (3+):** Ignore Damage on a roll of 3 or more. **Battle Hardened (6):** Re-roll up to 6 failed Melee Attack Dice. ***High Value Target (1):** This Unit is considered to have a Build Rating of one less than listed during the process of Force Building, reverting to its stated Build Rating for the purposes of calculating Victory Points. **Hijack Resistant:** Cannot be Hijacked!
WEAPON UPGRADES	**Loadout Weapons:** This Unit has more than one option for a starting Weapon, chosen from the (Loadout) options. The chosen weapon must be noted on a player's Force List.
SPECIAL RULES	**Running Riot:** This unit may elect to perform a Movement, Shooting Attack, and Charge during its Activation, but cannot use its second Movement Stat for the remainder of this Game Turn. **Engage Thrusters!:** This Unit may announce it is Engaging Thrusters prior to any Movement Action. The Unit's movement increases from 6/9" to 12/15". When using Engage Thrusters, this Unit may ignore intervening terrain and other Units (friend or foe!) and cannot perform a Charge for the remainder of the Game Turn. Until the end of this unit's activation, intervening Terrain can no longer be classified as Blocking when drawing Enemy Line of Sight to this Unit. **Shardstorm Launcher:** During this Units Activation, if it remained stationary during the Movement segment, you may fire its Shardstorm Launcher. Choose up to 3 enemy Infantry Elements within 18" that aren't inside of a Terrain feature, (ignoring LOS), and each element receives one automatic Damage Token, with Heroic Saves permitted. **SMASH YOU!:** When making a Charge Move Action into Melee, Enemy Heroic Save values are reduced by -1, and if an Enemy Unit is Repulsed by a Charge Attack made with this Unit, the attacking player chooses which direction that Unit is Repulsed.

COMMANDERS

FORCE COMMANDER

NAME	TYPE	ORDER DICE	
WARHOST LEADER	GENERIC	TOTAL ORDER DICE	3
FACTION	PTS	ORDER DICE SQUARES	3
COVENANT	0	GENERAL ORDER DICE SQUARES	0



STANDARD ORDERS	**Mark Your Target:** Once this Order has been issued the Covenant player may add 2 additional Halo Dice to their Attack Dice Pool (including Melee). This Order must be issued prior to any Attack being made. **Take Cover:** Once this Order has been issued the player may improve the Cover Level of a target Infantry Unit by 1 Level, up to a maximum of Heavy Cover. In the case of Armoured or Flying Vehicles improve a Unit's Soak statistic by 2. This Order must be issued prior to an enemy's Firing Action taking place. **Stay Sharp:** Once this Order has been issued the player may add 2 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made
UNIQUE ABILITY	**Death To The Heretics!:** A Covenant Sangheili Warhost Leader is a truly inspiring Force Commander, able to bend his warriors to his will. Once per Game Turn, a Warhost Leader may exert his presence on ONE friendly Unit in a Covenant Force, spurring them to fanatically charge the enemy, And so engage them in deadly Melee. As a result, the Unit may increase its Charge Movement by 6" until the end of its Activation.

BATTLEGROUPS

BATTLEGROUP NAME	HUNTING HOST	SIEGE HOST
REQUIRED UNITS	Zealot OR Elite Officer x1	Mortar Wraith OR AA Wraith x1
	Grunts x2*	Hunters or Ghosts* x1
	*The Covenant player may replace up to 1 Req'd Grunt Unit chosen from the following for the associated points cost: • Grunt Heavies • Jackal Assault	*Any Variant. Minimum 2 Elements required.
OPTIONAL INF UNITS	Max 6BR	Max 4BR
OPTIONAL CHARACTER UNITS	Max 1	None Allowed
OPTIONAL ARM UNITS	Max 8BR	Max 8BR
OPTIONAL FLY UNITS	Max 6BR	Max 6BR
SPECIAL RULES	N/A	• The Requisite Wraith acts as a Battle Group's Commander and gains +1 to its React Stat, and the COMMANDING PRESENCE (8") Loudout for free.